

# Tinashi Variant (Uncommon)

Version 2: 2E/SF

Name: \_\_\_\_\_

Counter: \_\_\_\_\_



## Minbari Ashinta Close Escort

### SPECS

Class: Hvy Combat Vsl  
In Service: 2066  
Point Value: 850  
Ramming Factor: 190  
Jump Delay: 12 Turns

### MANEUVERING

Turn Cost: 1 x Speed  
Turn Delay: 2/3 Speed  
Accel/Decel Cost: 3 Thrust  
Pivot Cost: 3+3 Thrust  
Roll Cost: 3+3 Thrust

### COMBAT STATS

Fwd/Aft Defense: 14  
Stb/Port Defense: 17  
Engine Efficiency: 3/1  
Extra Power: +8  
Initiative Bonus: +7

Speed	1	2	3	4	5	6	7	8	9	10	11	12
Turn Cost	1	2	3	4	5	6	7	8	9	10	11	12
Turn Delay	1	2	2	3	4	4	5	6	6	7	8	8

### WEAPON DATA

#### Fusion Cannon

Class: Molecular  
Mode: Standard  
Damage: 1d10+9  
Range Penalty: -1 per hex  
Fire Control: +3/+3/+4  
Intercept Rating: -2  
Rate of Fire: 1 per turn

#### Electro-Pulse Gun

Class: Electromagnetic  
Effect: Forces dropout  
Range Penalty: -3 per hex  
Fire Control: -/-/+3  
Intercept Rating: n/a  
Rate of Fire: 1 per 2 turns

### HANGAR

0 Fighters  
2 Flyers

### FORWARD HITS

1-3: Retro Thrust  
4-8: Fusion Cannon  
9-10: EP Gun  
11-18: Forward Struct  
19-20: PRIMARY Hit

### AFT HITS

1-6: Main Thrust  
7-12: Fusion Cannon  
13-18: Aft Struct  
19-20: PRIMARY Hit

### PRIMARY HITS

1-7: Primary Struct  
8-9: Port/Stb Thrust  
10: Jump Engine  
11-12: Jammer  
13-14: Sensors  
15-16: Engine  
17: Hangar  
18-19: Reactor  
20: C & C

### SPECIAL NOTES

Gravitic Drive System

### SENSOR DATA

Defensive EW

Target #1

Target #2

Target #3

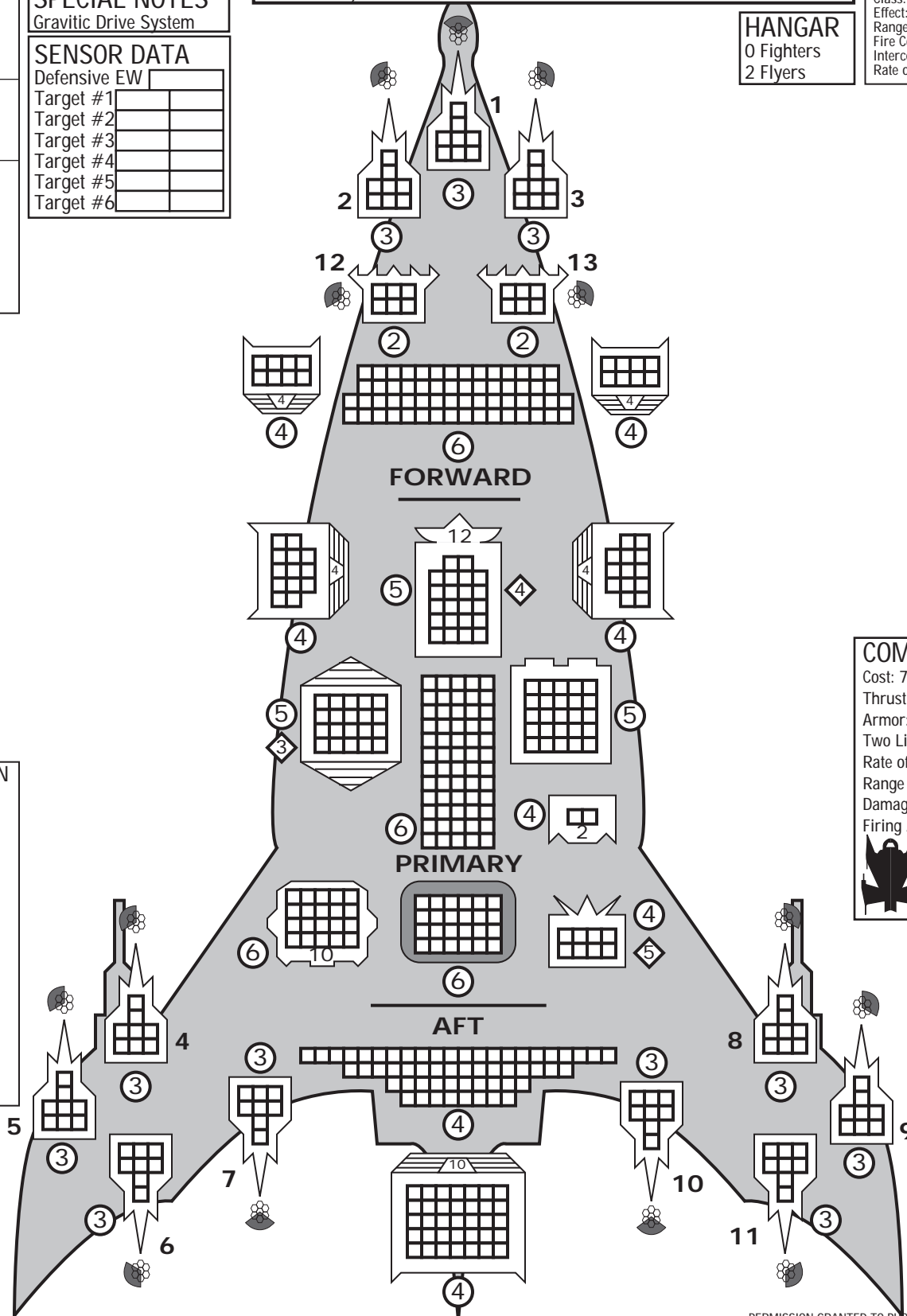
Target #4

Target #5

Target #6

### ICON RECOGNITION

- Thruster
- C & C
- Sensors
- Engine
- Jump Engine
- Reactor
- Hangar
- Fusion Cannon
- EP Gun
- Jammer



### COMBAT FLYERS

Cost: 70 Defense: 9/7  
Thrust: 10 Offense: +4  
Armor: 1 Initiative: +10  
Two Light Fusion Cannons:  
Rate of Fire: 1 per turn  
Range Penalty: -2 per hex  
Damage: 1d6+4 per gun  
Firing Arcs: #1 #2

